REPLIKA SOUND GUITAR LIBRARY :
CLASSICAL ACOUSTIC GUITAR V6

FEATURE GUIDE

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IMPORTANT (REQUIREMENTS)

Please note this instrument will NOT work on the free Kontakt 5 Player. It will time out after 10 minutes. You need to have a FULL version of Kontakt to use this instrument.

LIBRARY SIZE

The library contains 3350 samples and takes up 1.24 GB on the Hard disk. The Kontakt instrument loads 422.47 MB into the RAM.

PACK CONTENTS

Samples - Various Articulations

1 Kontakt 5.3 Instrument

19 MIDI files containing various Strum Patterns

A User Manual

MAIN INTERFACE

Note: All the MIDI note names used refer to C3 as middle C.

This means: C3 is the MIDI note number 60. The Instrument Range is from D1 to E5.

1	Chord Name Window	Displays the name of the chord selected
2	Chord Note Window	Displays the constituent notes of the selected chord
3	Articulation Window	Displays the Articulation Type currently selected (using the red Key Switches)
4	Bar Chord Button	Switch this On to strum Bar chords
5	Open Chord Button	Switch this On to strum Open chords
6	Power Chord Button	Switch this On to strum Power chords (3 note chords)
7	Strum Speed Control	Control how fast each chord strum is
8	Strum Emphasis Control	Make lower or higher notes louder in each strum
9	Note Release Control	Control length of each note Release (ADSR)
10	Tremelo Picking Control	Switch on to access fast repeated note picking
11	Tremelo Picking Speed Control	Control how fast the Tremelo picking is
12	Adaptive Legato On / Off Switch	Switch on to use the **Adaptive Legato scripting**
13	Legato Sample Offset Control	Control how far back from the start each sample is played when connected by Adaptive Legato
14	Legato Fade Time Control	Control how long it takes to fade from one note sample, to the linking “interval” sample and onto the next note sample
15	Interval Volume Control	Control how loud the “interval” samples are
16	Vibrato Link Switch	Link Vibrato Amount and Speed to one control (“Amount” control will affect both dials)
17	Vibrato Amount Control	Control the amount of vibrato applied to a note
18	Vibrato Speed Control	Control the speed of the vibrato

ARTICULATION KEY SWITCHES

ARTICULATION	KEY SWITCH	RANDOM ROBIN GROUPS	DYNAMIC LAYERS
Sustain	C0	3	4
Marcato	C#0	4	4
Staccato	D0	5	4
Hammer On	D#0	2	1
Pull Off	E0	2	1
Slide Up into Note	F0	1	1
Slide Down after Note	F#0	1	1
Fret Noise	G0	1	1
Harmonics Natural	G#0	3	1
Sul Ponticello	A0	2	2
SFX - Effects	A#0	1	1

ARTICULATION DESCRIPTIONS

Sustain :	Long sustained notes with no vibrato.
Marcato :	Short notes. Marked attack. Longer than Staccato.
Staccato :	Short notes with sharp attack.
Hammer On :	Note played by placing finger on the fret board. It is not plucked / picked.
Pull Off :	Note played by pulling the fretting finger away from the fret board. It is not plucked / picked.
Slide-Up :	Sliding up the fret board into the note. The volume of the Slide-Up sample is controlled by the velocity of the Slide-Up Key Switch i.e. Press F0 harder for louder Slide-Up samples.
Slide-Down :	Sliding down the fret board after the note has been played. The volume of the Slide-Down sample is controlled by the velocity of the Slide-Down Key Switch i.e. Press F#0 harder for louder Slide-Down samples.
Fret Noise :	Squeaks and scrapes made by the natural movement of the fretting hand around the fret board. Fast hand movements tend to make louder fret noises.
Harmonics Natural :	Harmonics played by placing the fretting finger at various "nodes" on the string. Each note is not actually fretted. Chromatic Harmonics are provided here (Only possible on a real guitar with some clever technique).
Sul Ponticello :	Notes are plucked near the bridge giving a thinner nasal sound.
SFX – Effects :	Scrapes, slides, bumps and other noises.

CHORD AND STRUMMING CONTROLS

When you switch a Chord Button On the Kontakt keyboard will change like this :-

1	Articulation Key Switches
2	Down Strummed Notes (Strum starts with lowest note of chord
3	“Dead Strum” Notes (Muted Percussive Strums)
4	Up Strummed Notes (Strum starts with highest note of chord
5	Not Used
6	Chord Selection Key Switches

QUICK GUIDE TO CHORD PLAYING

Switch on a Chord Button (try Bar or Open first)
First select a Chord type (see area 6 in above table and screen shot)
Then play a Down Strum note (area 2) or an Up Strum note (4) - you will hear the chord strummed.
You can adjust the Speed and Emphasis of each chord using the appropriate controls.
Use the “Dead Strum” notes as percussive elements in your strum patterns.

Try playing down strums with your left hand and up strums with your right.

You can overlap the Down and Up strum notes – each successive chord note (played or in your DAW) will fade out the chord note before it. The same applies to the Dead Strums.

ADAPTIVE LEGATO CONTROLS

Legato scripting allows smoothing fading from one note to another via a transitional “interval” sample that plays in between each note. This links two notes played together by smoothly cutting off the first note and fading into the next via the interval sample. In order for it to function **notes must be overlapped** (i.e. start the next note slightly before the previous note has finished. This is easy to see in your DAW).

Our adaptive legato system changes the length of the “interval” sample to adapt to your playing. Faster notes will produce shorter (quicker) interval samples. Longer notes and bigger pitch gaps will produce longer (slower) interval samples.

The limit for our legato system is one octave – play any two notes within an octave and you will hear the smooth crossover between samples and the interval samples playing (these sound like little slides and fret squeaks.. exactly the sliding sounds a real player would make).

LEGATO ON / OFF SWITCH :
Use this to switch the Legato in and out. Legato scripting inherently has some lag (delay) between playing a note on your keyboard and it sounding. Some people like to turn off the Legato during recording / performance and then switch it back on to hear the playback.

Note - Some articulation groups will automatically switch Legato off while they are engaged. When you leave these articulations Legato will automatically come back on. These are :-

Marcato, Staccato, Slide Up, Slide Down, Fret Noise, SFX.

Switching on Chord buttons or engaging Tremelo Picking will also automatically switch off Legato. When you switch off Chords or Tremelo Picking, Legato will automatically come back on. This means you leave can Legato on for most of the time and let the instrument automatically switch it on and off as appropriate.

OFFSET :
Without Legato, when you play a note it will sound right from its start. When you sound a note in Legato you can control how far back from the start (in milliseconds) the note will sound. In bowed instruments the Offset times can be quite long but in the guitar (a plucked instrument) we recommend quite short Offset times (start around 12-15 ms).

Tip – Slightly longer Offset times will produce quite convincing “Hammer-On” or “Pull-Off” sounds when in the main “Sustain “articulation. This gives you the option of staying in the Sustain articulation and adding subtle Hammer-On sounds to the playing just by changing this parameter (try small changes first up to 30 ms). Riding this parameter also allows you to soften the attack of notes allowing an almost infinite amount of variation to the performance.

FADE TIME :
Our Adaptive Legato will modify the time it takes to fade from one sample to another depending on how fast you play notes, how loud you play them and how far apart (in terms of pitch) the notes are. This control allows you to apply modification to the sample fading process. Again, because the guitar is a plucked instrument, we recommend short fade times. Try around 50 ms to start with. Longer fade times will lead to more esoteric “unnatural” sounds.

INTERVAL VOLUME :
This controls allows you to add or subtract from the basic interval volume. A setting of 0 dB leaves the interval volumes as they are. Adaptive Legato will change the volume of the interval samples based on how loud you play, how fast and how far apart the played notes are.

CONTEXTUAL HELP

Clicking on Kontakt's Info button will reveal an Information Bar at the bottom of the player. Information can be displayed for each Dial/Switch on the GUI by hovering the mouse across each control.

MIDI CONTROL

Each dial/switch can be controlled by external MIDI controllers (in fact this is recommended as a more intuitive way of using this instrument). Here is a table of parameters and their corresponding MIDI channels and ranges :-

CONTROL	INITIAL MIDI CHANNEL	MIDI RANGE (for DAW Automation)
Bar Chord On/Off	16	Under 65 = OFF. Over 64 = ON
Open Chord On/Off	17	Under 65 = OFF. Over 64 = ON
Power Chord On/Off	18	Under 65 = OFF. Over 64 = ON
Strum Speed	19	0 - 127
Emphasis	20	0 - 127
Release	21	0 - 127
Tremelo On/Off	22	Under 65 = OFF. Over 64 = ON
Tremelo Speed	23	0 - 127
Vibrato Link	24	Under 65 = OFF. Over 64 = ON
Vibrato Amount	107	0 - 127
Vibrato Speed	108	0 - 127
Legato On/Off	25	Under 65 = OFF. Over 64 = ON
Legato Offset	26	0 - 127
Legato Fade Time	27	0 - 127
Legato Interval Volume	28	0 - 127

IMPORTANT - MIDI CC 107 and 108 (Vibrato controls) are used internally so do not assign these MIDI CCs to any other parameter (see MIDI Setup page 14).

CHORD LIST

BAR CHORDS :

CHORD	*Number of Strings Used*	*Key switch Note*
Major	6	F5
Minor	6	F#5
7th	6	G5
Major 7	6	G#5
Minor 7	6	A5
Suspended 2nd	5	A#5
Suspended 4th	6	B5
7th Suspended 4th	6	C6
6th	5	C#6
Minor 6	5	D6
6 Add 9	6	D#6
9th	5	E6
Major 9	6	F6
Minor 9	5	F#6
Add 9	5	G6
11th	5	G#6
Major 11	5	A6
Minor 11	6	A#6
13th	5	B6
Major 13	6	C7
Minor 13	6	C#7
13 flat 9	5	D7
Diminished	5	D#7
Diminished 7th	5	E7
Augmented	5	F7
7 sharp 9	6	F#7
7 flat 9	6	G7
Major minor 7th	6	G#7
Major 7 flat 5	6	A7
Major 7 sharp 5	5	A#7

OPEN CHORDS :

CHORD	*Key switch Note*
Major	F5
Minor	F#5
7th	G5
Major 7	G#5
Minor 7	A5
Suspended 2nd	A#5

25 Common Open Chords featured in this Virtual Instrument :

Root Note	**Major**	**Minor**	**7th**	**Major 7th**	**Minor 7th**	**Sus 2**
C	Y	Y	Y	Y	-	-
D	Y	Y	Y	Y	Y	Y
E	Y	Y	Y	-	Y	-
F	Y	-	-	Y	-	-
G	Y	-	Y	-	-	-
A	Y	Y	Y	Y	Y	Y
B	-	-	Y	-	-	-

“Y” : Included

“-“ : Not Included

EFFECTS UNITS

1 4 Band EQ
2 Compressor
3 Transient Master
4 Chorus
5 Delay
6 Convolution Reverb
7 Reverb Impulse Response Selection Menu

Simply click on the left hand switch of each unit to engage the effect. A Red LED indicates the unit is On. Use CTRL (PC) or CMD (MAC) click to reset each effect parameter back to its "zero" state.

IMPULSE RESPONSE SELECTION :

You can choose from several reverb Impulse Responses for the Convolution Reverb Unit :-

SPACE TYPE	**REVERB IMPULSE LENGTHS (in Seconds)**
Ambience	0.9 - 1.3 - 1.5 - 2.3
Arena	2.9
Chamber	1.4 - 1.5 - 1.8 - 2.8 - 4.0
Church	5.7
Hall	2.0 - 2.4 - 3.4 - 3.7 - 5.2 - 5.9 - 6.4
Plate	1.0 - 2.1 - 2.5 - 3.0
Room	1.2 - 1.5 - 1.6
Scoring Stage	3.3
Studio	1.1 - 2.0 - 2.9

MIDI SETUP

MIDI CC numbers are already assigned to all the main controls of this instrument (see MIDI Controls page 9).

All of these MIDI CC numbers can be reassigned using the drop-down menus to suit your own setup.

Note - MIDI CC 107 and 108 are used internally so please avoid reassigning those to anything else. You won't be able to use them.

GROUP PURGE SWITCHES

The series of switches below the MIDI Control Setup Panel allow you to load or unload each Articulation group from your computers RAM. If you find you do not need any particular Articulation you can unload it here and save some RAM.

An "On" switch (red LED is lit) means the articulation is loaded.

CONTACT

For further information, news and other libraries please visit www.replikasound.co.uk

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